

ABSTRACT

5 A technique for manipulating computer-implemented objects uses a Command-Behavior technique to separate Behaviors, which perform actions on the object, from Commands, which cause the Behaviors to be invoked. A dynamic mapping of Commands to Behaviors allows the system to change which Behavior is invoked by a Command. Objects in the system can have Shadows, the Shadows and the object communicating with each other. The technique allows objects and their Shadows to transparently reside anywhere in a distributed network of servers, using any available network protocol for communication.

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